

Distributed Systems

28. Distributed Shared Memory

Paul Krzyzanowski

pxk@cs.rutgers.edu

Motivation

- SMP systems
 - Run parts of a program in parallel
 - Share single address space
 - Use threads for parallelism
 - Use synchronization primitives to prevent race conditions
- Can we achieve this with multicomputers?
 - All communication and synchronization must be done with messages

Distributed Shared Memory (DSM)

Goal:

Allow networked computers to
share a region of virtual memory

How do we do this?

Take advantage of the MMU

- Page table entry for a page is valid if the page is held (cached) locally
- Attempt to access non-local page leads to a **page fault**
- **Page fault handler**
 - Invokes DSM protocol to handle fault
 - Fault handler brings page from remote node
- Operations are transparent to programmer
 - DSM looks like any other virtual memory system

Simplest design

- Each page of virtual address space exists on **only one** machine at a time
 - no caching

Simplest design

- On page fault:
 - Consult central server to find which machine is currently holding the page: **Directory**
- Request the page from the current **owner**:
 - Current owner invalidates PTE
 - Sends page contents
 - Recipient allocates frame, reads page, sets PTE
 - Informs directory of new location

Problem

- Directory becomes a bottleneck
 - All page query requests must go to this server

- Solution
 - **Distributed directory**
 - Distribute among all processors
 - Each node responsible for portion of address space
 - Find responsible system:
 - $node[page_num \bmod num_processors]$

Distributed Directory

P0

Page	Location
0000	P3
0004	P1
0008	P1
000C	P2
...	...

P1

Page	Location
0001	P3
0005	P1
0009	P0
000D	P2
...	...

P2

Page	Location
0002	P3
0006	P1
000A	P0
000E	--
...	...

P3

Page	Location
0003	P3
0007	P1
000B	P2
000F	--
...	...

Design Considerations: granularity

Memory blocks are typically a multiple of a node's page size

- Large pages are good
 - Cost of migration amortized over many localized accesses
- BUT
 - Increased chances that multiple objects reside in one page
 - Thrashing
 - False sharing

Design Considerations: replication

What if we allow copies of shared pages on multiple nodes?

- Replication (caching) reduces average cost of read operations
 - Simultaneous reads can be executed locally across hosts
- Write operations become more expensive
 - Cached copies need to be invalidated or updated
- Worthwhile if reads/writes ratio is high

Replication

Multiple readers, single writer

- One host can be granted a **read-write copy**
- or
- multiple hosts granted **read-only copies**

Replication

Read operation:

- If page not local
 - Acquire read-only copy of the page
 - Set access writes to read-only on any writeable copy on other nodes

Write operation:

- If page not local or no write permission
 - Revoke write permission from other writable copy (if exists)
 - Get copy of page from owner (if needed)
 - Invalidate all copies of the page at other nodes

Full replication

Extend model:

- Multiple hosts have read/write access
- Need multiple-readers, multiple-writers protocol
- Access to shared data must be controlled to maintain consistency

Dealing with replication

- Keep track of copies of the page
 - Directory with single node per page not enough
 - Keep track of **copyset**
 - Set of all systems that requested copies
- On getting a request for a copy of a page:
 - Directory adds requestor to copyset
 - Page owner sends page contents to requestor
- On getting a request to invalidate page:
 - Directory issues **invalidation** messages to all nodes in copyset and wait for acknowledgements

How do you propagate changes?

- Send entire page
 - Easiest, but may be a lot of data
- Send differences
 - Local system must save original and compute differences

Home-based algorithms

- Home-based

- A node (usually first writer) is chosen to be the home of the page
- On *write*, a non-home node will send changes to the home node.
 - Other cached copies invalidated
- On *read*, a non-home node will get changes (or page) from home node

- Non-home-based

- Node will always contact the directory to find the current owner (latest copy) and obtain page from there

Consistency Model

Definition of when modifications to data may be seen at a given processor

Defines *how memory will appear to a programmer*

Places restrictions on what values can be returned by a read of a memory location

Consistency Model

- Must be well-understood
 - Determines how a programmer reasons about the correctness of a program
 - Determines what hardware and compiler optimizations may take place

Sequential Semantics

- Provided by most (uniprocessor) programming languages/systems
- Program order

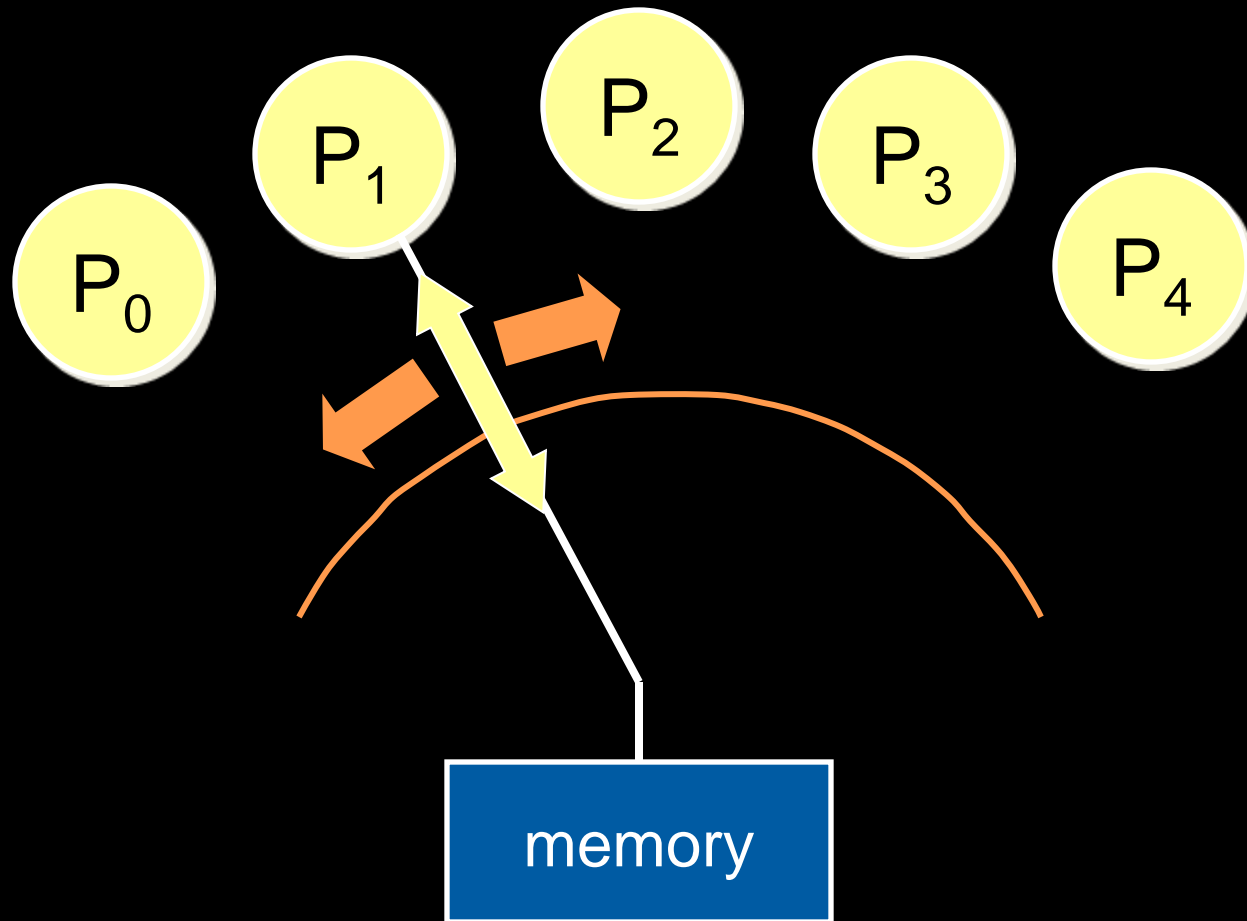
*The result of any execution is the same as if the operations of all processors were executed in some sequential order **and** the operations of each individual processor appear in this sequence in the order specified by the program.*

— Leslie Lamport

Sequential Semantics

- Requirements:
 - All memory operations must execute one at a time
 - All operations of a single processor appear to execute in program order
 - Interleaving among processors is OK

Sequential semantics



Achieving sequential semantics

- Illusion is efficiently supported in uniprocessor systems
 - Execute operations in program order when they are to the same location or when one controls the execution of another
 - Otherwise, compiler or hardware can reorder
- Compiler:
 - Register allocation, code motion, loop transformation, ...
- Hardware:
 - Pipelining, multiple issue, VLIW, ...

Achieving sequential consistency

- Processor must ensure that the previous memory operation is complete before proceeding with the next one
- **Program order requirement**
 - Determining completion of write operations
 - get acknowledgement from memory system
 - If caching used
 - Write operation must send *invalidate* or *update* messages to all cached copies
 - *ALL* these messages must be acknowledged

Achieving sequential consistency

- All writes to the same location must be visible in the same order by all processes
- **Write atomicity requirement**
 - Value of a *write* will not be returned by a read until all updates/invalidates are acknowledged
 - hold off on read requests until write is complete
 - Totally ordered reliable multicast

Improving performance

- Break rules to achieve better performance
 - But compiler and/or programmer should know what's going on!
- Goals:
 - combat network latency
 - reduce number of network messages
- Relax sequential consistency
 - Weak consistency models

Relaxed (weak) consistency

- Relax program order between all operations to memory
 - Read/writes to different memory operations can be reordered
- Consider:
 - Operation in critical section (shared)
 - One process reading/writing
 - Nobody else accessing until process leaves critical section
- No need to propagate writes sequentially or at all until process leaves critical section

Synchronization variable (barrier)

- Operation for synchronizing memory
- All local writes get propagated
- All remote writes are brought in to the local processor
- Block until memory synchronized

Consistency guarantee

- Access to **synchronization variables** are sequentially consistent
 - All processes see them in the same order
- No access to a synchronization variable can be performed until all previous writes have completed
- No read or write permitted until all previous accesses to synchronization variables are performed
 - Memory is updated during sync

Problems with sync consistency

- Inefficiency
 - Are we synchronizing because the process finished memory accesses or is about to start?
- On a sync, systems must make sure that:
 - All locally-initiated writes have completed
 - All remote writes have been acquired

Can we do better?

- Separate synchronization into two stages:
 - 1. **acquire access**
 - Obtain valid copies of pages
 - 2. **release access**
 - Send invalidations or updates for shared pages that were modified locally to nodes that have copies.

```
acquire (R)           // start of critical section  
Do stuff  
release (R)         // end of critical section
```

Eager Release Consistency (ERC)

Getting Lazy

- The release operation requires:
 - Sending invalidations to copyset nodes
 - **And** waiting for all to acknowledge
- **Do not make modifications visible globally at release**
- On release:
 - Send invalidation only to directory
or send updates to home node (owner of page)
- On acquire: **this is where modifications are propagated**
 - Check with directory to see whether it needs a new copy
 - Chances are not every node will need to do an acquire
- Reduces message traffic on releases

Lazy Release Consistency (LRC)

Finer granularity

- Release consistency
 - Synchronizes all data
 - No relation between lock and data
- Use **object granularity** instead of **page granularity**
 - Each variable or group of variables can have a synchronization variable
 - Propagate only writes performed in those sections
 - Cannot rely on OS and MMU anymore
 - Need smart compilers

Entry Consistency

The End